

FIG. 1

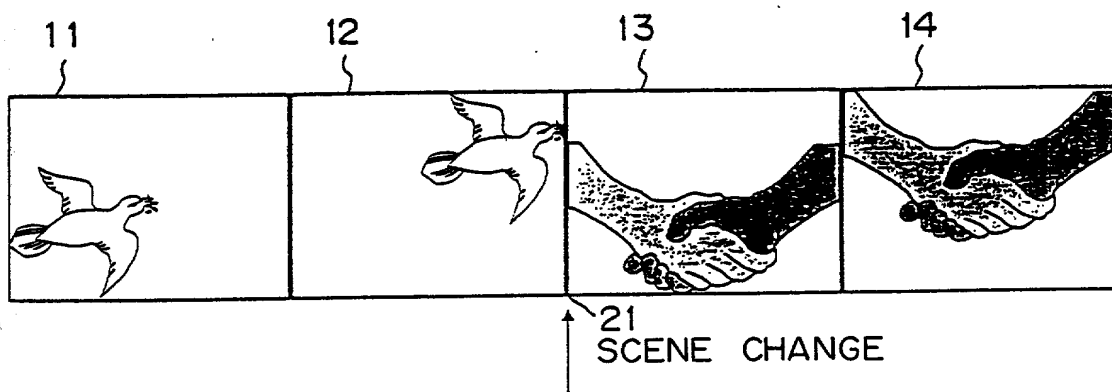


FIG. 2

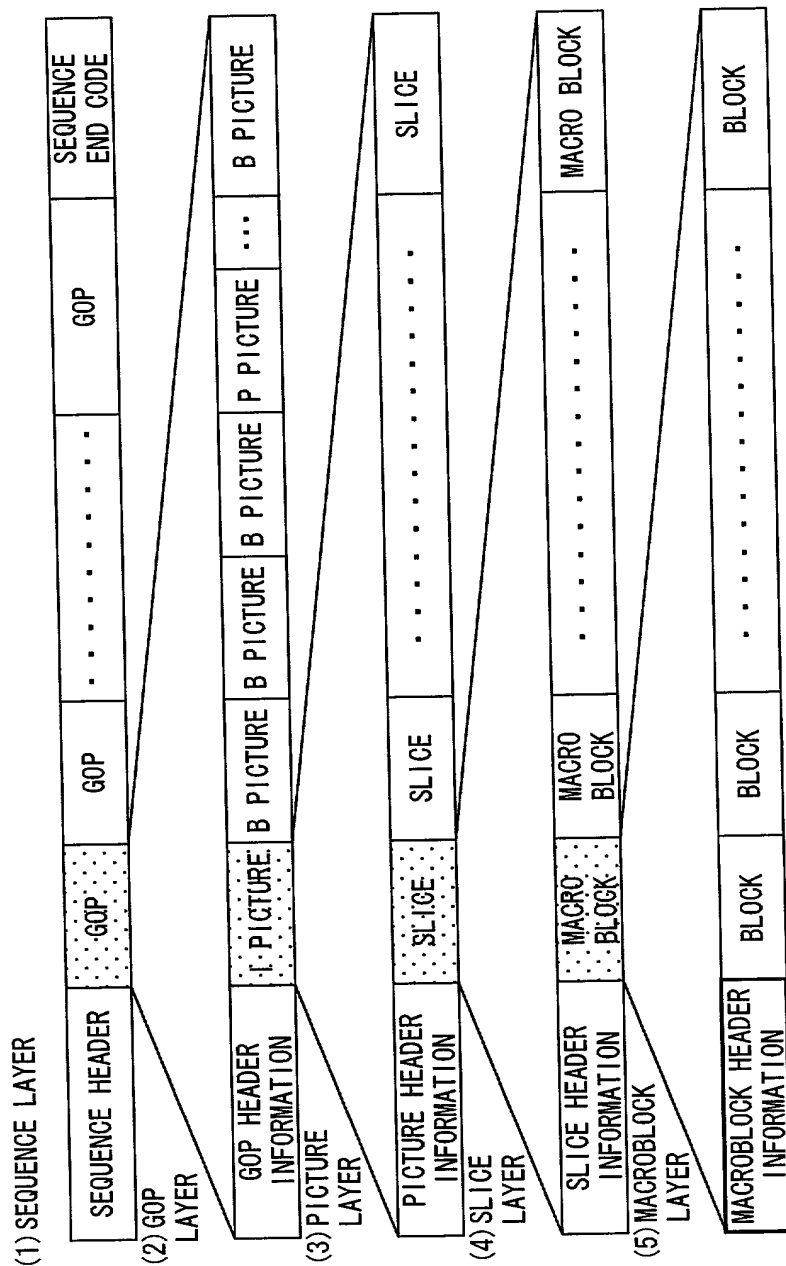


FIG. 3A

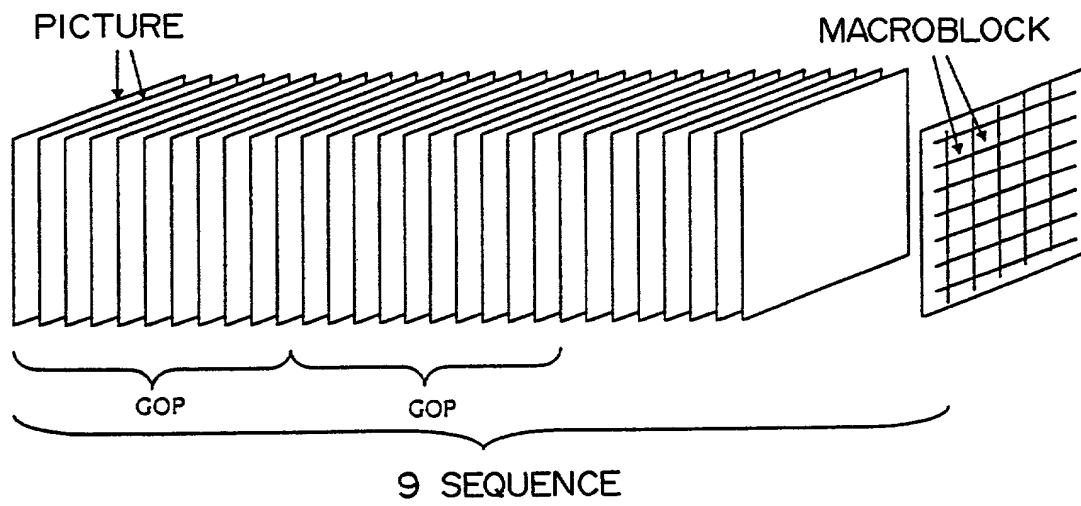


FIG. 3B

0953781 1100

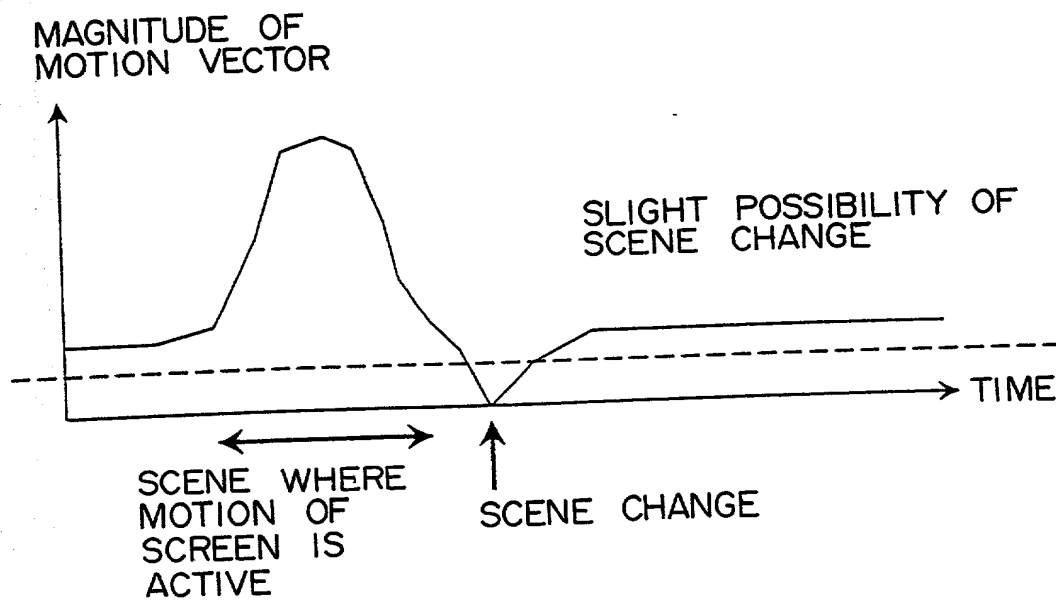


FIG. 4

NUMBER OF FORWARD PREDICTION MOTION VECTORS

TIME

SCENE ON WHICH MOVE OF SCREEN IS ACTIVE

SCENE CHANGE

GREAT POSSIBILITY OF SCENE CHANGE

FIG. 5

SQUARE MEASURE OF
REGION HAVING NO
CORRELATION WITH
PRECEDING / SUCCEEDING
FRAME

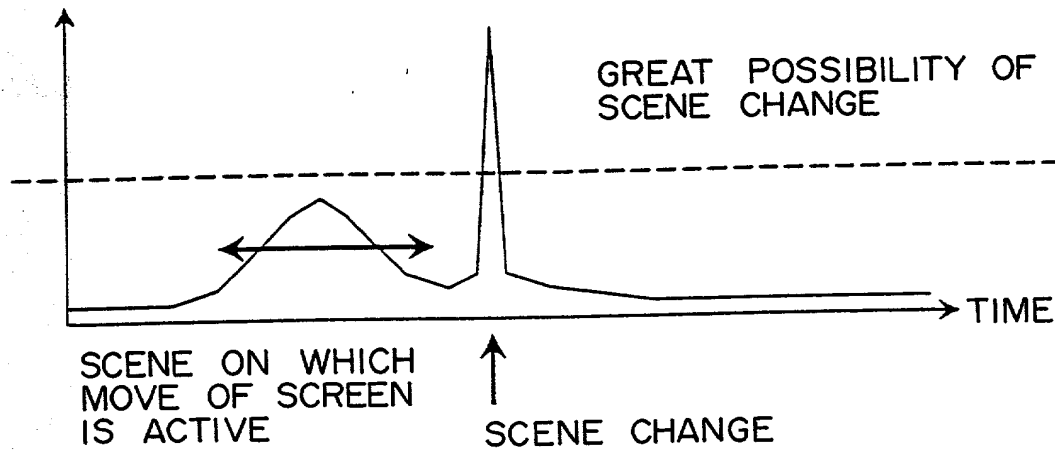


FIG. 6

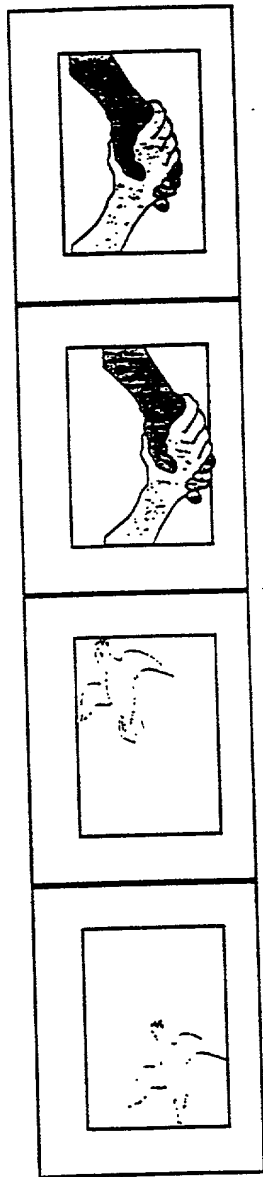


FIG. 7A

SCENE CHANGE

WHEN BEING DISPLAYED
IN CENTER OF SCREEN

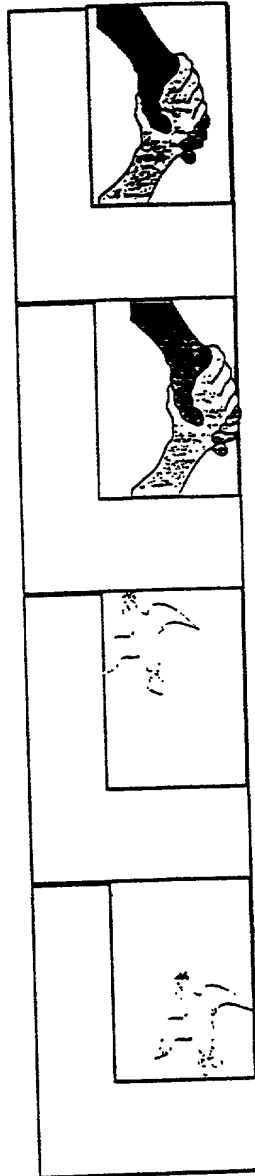


FIG. 7B

SCENE CHANGE

WHEN BEING DISPLAYED IN LOWER
RIGHT PORTION OF SCREE

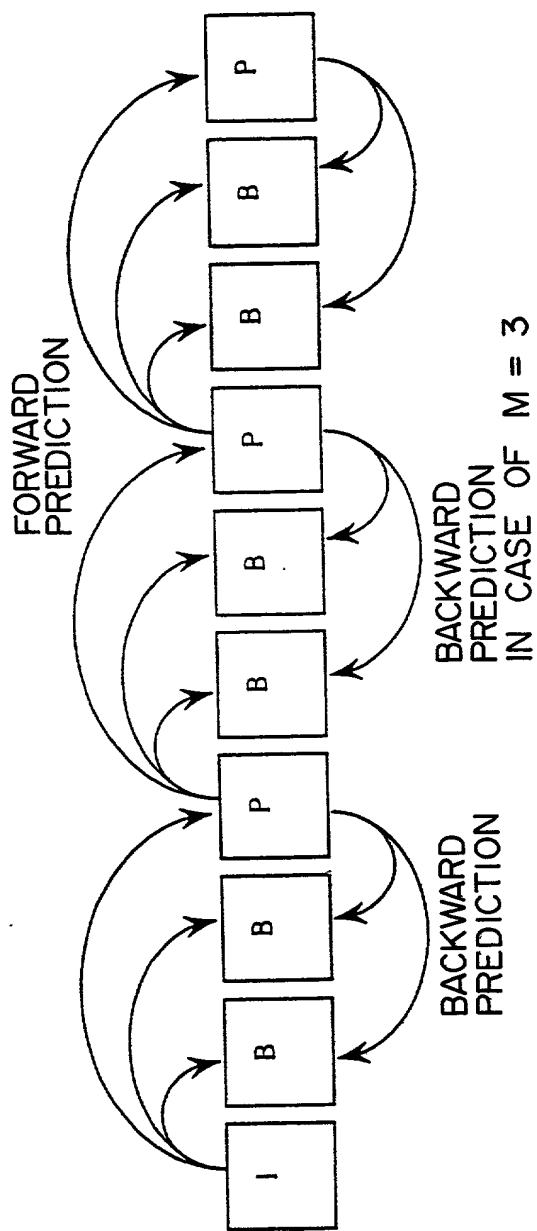


FIG. 8

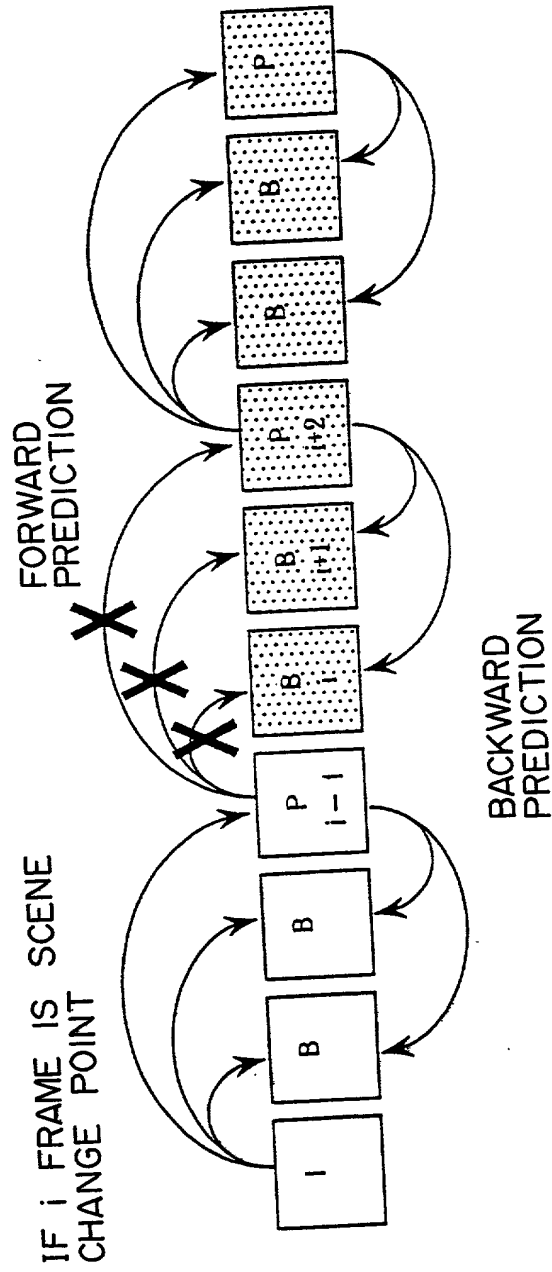


FIG. 9

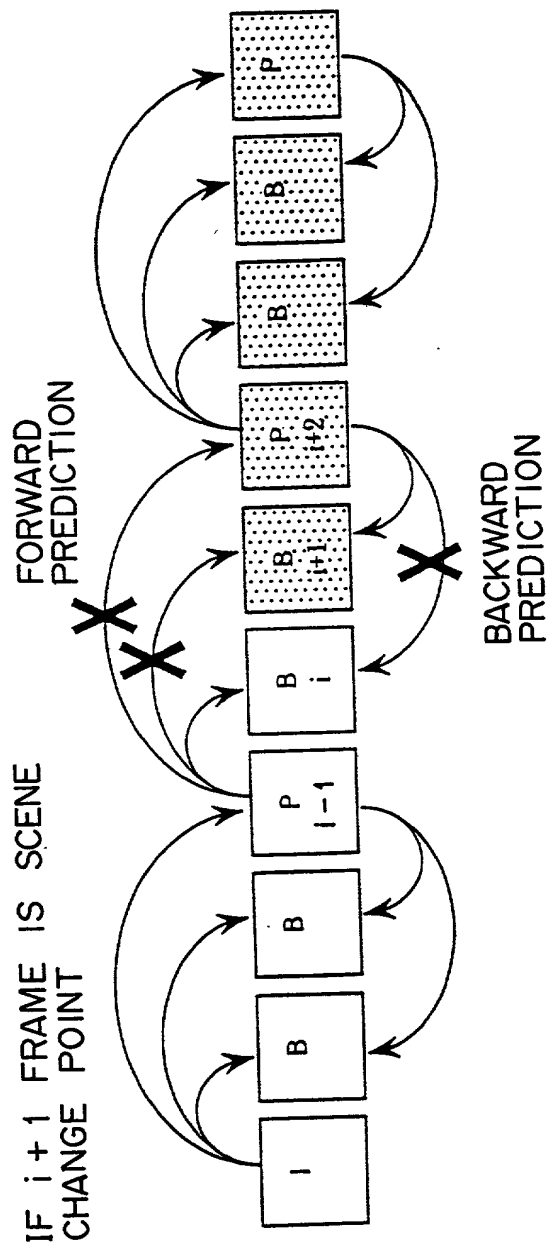


FIG. 10

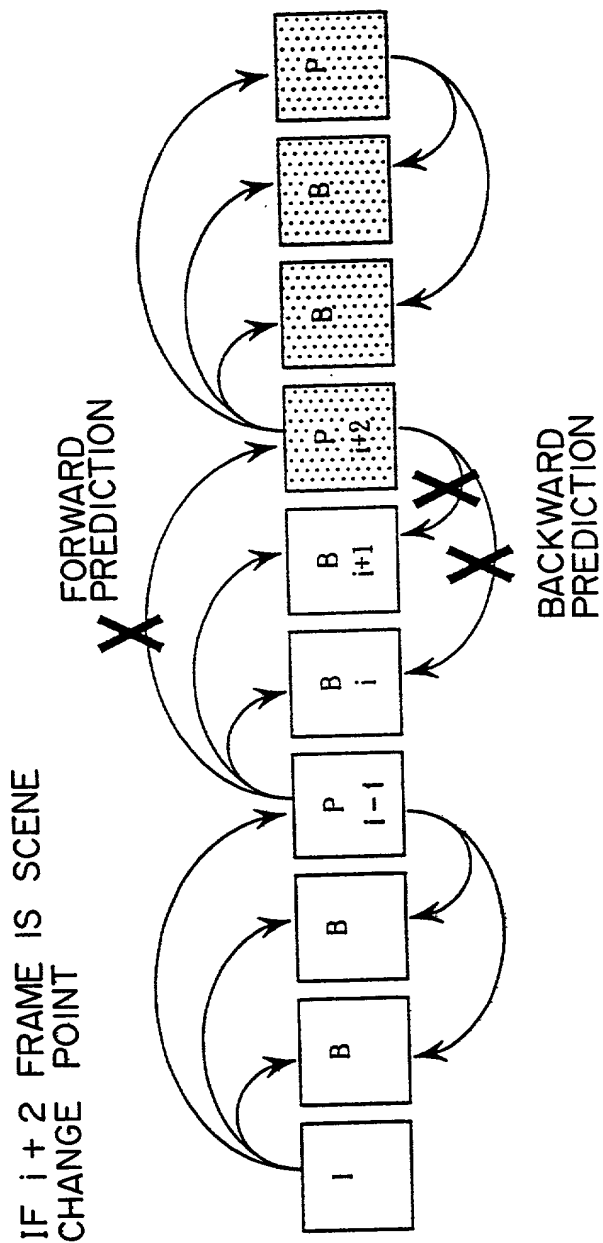


FIG. 11

IF I FRAME IS SCENE CHANGE POINT

FRAME NO.	PICTURE TYPE	NUMBER OF FORWARD PREDICTION MOTION VECTORS	NUMBER OF BACKWARD PREDICTION MOTION VECTORS
i	BIDIRECTIONALLY PREDICTED FRAME	SMALL	LARGE
i+1	BIDIRECTIONALLY PREDICTED FRAME	SMALL	LARGE

FIG. 12

IF i+1 FRAME IS SCENE CHANGE POINT

FRAME NO.	PICTURE TYPE	NUMBER OF FORWARD PREDICTION MOTION VECTORS	NUMBER OF BACKWARD PREDICTION MOTION VECTORS
i	BIDIRECTIONALLY PREDICTED FRAME	LARGE	SMALL
i+1	BIDIRECTIONALLY PREDICTED FRAME	SMALL	LARGE

FIG. 13

IF i+2 FRAME IS SCENE CHANGE POINT

FRAME NO.	PICTURE TYPE	NUMBER OF FORWARD PREDICTION MOTION VECTORS	NUMBER OF BACKWARD PREDICTION MOTION VECTORS
i	BIDIRECTIONALLY PREDICTED FRAME	LARGE	SMALL
i+1	BIDIRECTIONALLY PREDICTED FRAME	LARGE	SMALL

FIG. 14

IF i FRAME IS SCENE CHANGE POINT

FRAME NO.	PICTURE TYPE	NUMBER OF FORWARD PREDICTION MOTION VECTORS	NUMBER OF BACKWARD PREDICTION MOTION VECTORS	BIDIRECTIONALLY PREDICTED REGION
i	BIDIRECTIONALLY PREDICTED FRAME	SMALL	LARGE	MINIMAL
i+1	BIDIRECTIONALLY PREDICTED FRAME	SMALL	LARGE	MINIMAL
i+2	FORWARD PREDICTED FRAME	SMALL	NONE	NONE

FIG. 15

IF i+1 FRAME IS SCENE CHANGE POINT

FRAME NO.	PICTURE TYPE	NUMBER OF FORWARD PREDICTION MOTION VECTORS	NUMBER OF BACKWARD PREDICTION MOTION VECTORS	BIDIRECTIONALLY PREDICTED REGION
i	BIDIRECTIONALLY PREDICTED FRAME	LARGE	SMALL	MINIMAL
i+1	BIDIRECTIONALLY PREDICTED FRAME	SMALL	LARGE	MINIMAL
i+2	FORWARD PREDICTED FRAME	SMALL	NONE	NONE

FIG. 16

IF i+2 FRAME IS SCENE CHANGE POINT

FRAME NO.	PICTURE TYPE	NUMBER OF FORWARD PREDICTION MOTION VECTORS	NUMBER OF BACKWARD PREDICTION MOTION VECTORS	BIDIRECTIONALLY PREDICTED REGION
i	BIDIRECTIONALLY PREDICTED FRAME	LARGE	SMALL	MINIMAL
i+1	BIDIRECTIONALLY PREDICTED FRAME	LARGE	SMALL	MINIMAL
i+2	FORWARD PREDICTED FRAME	SMALL	NONE	NONE

FIG. 17

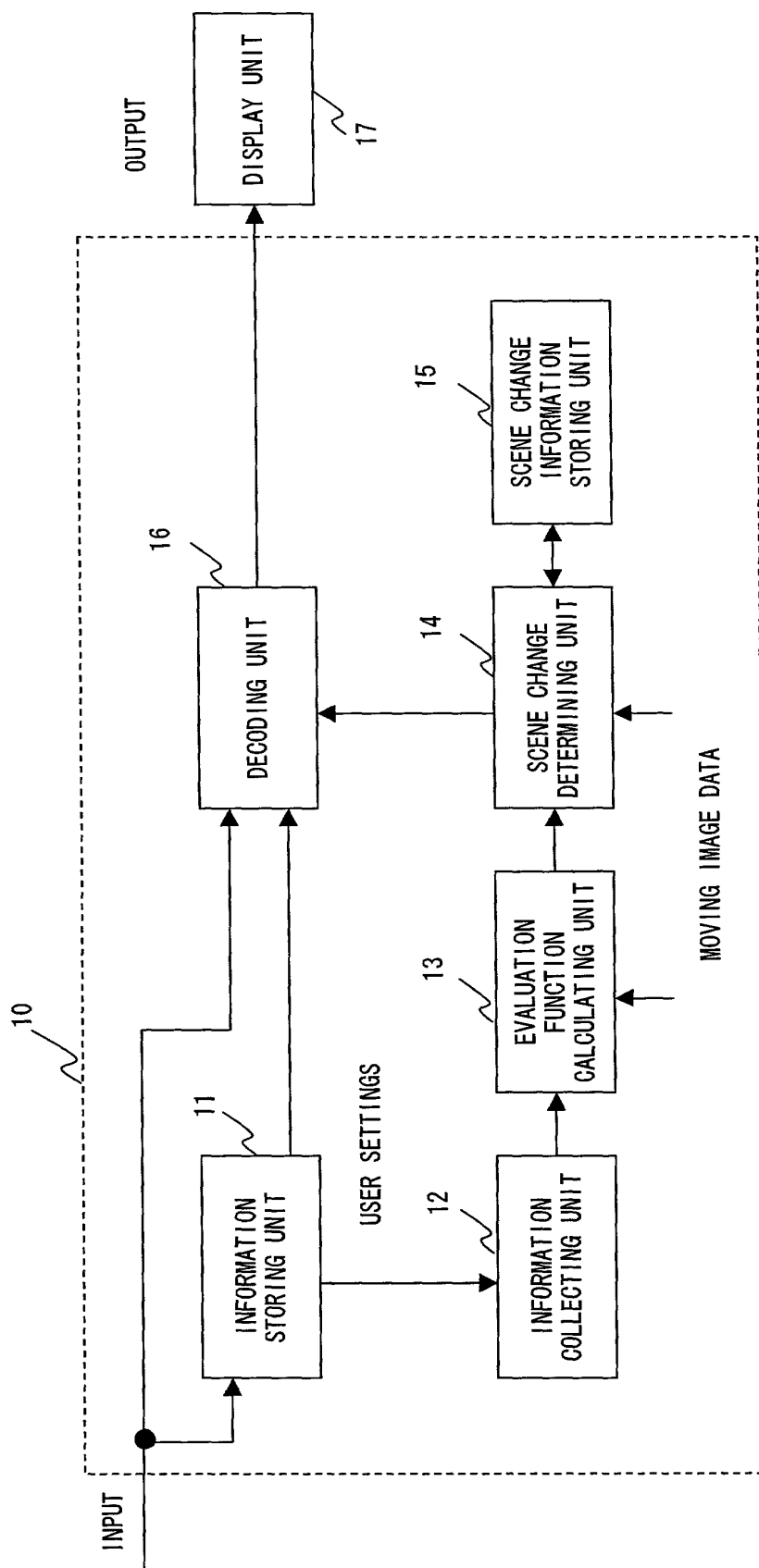
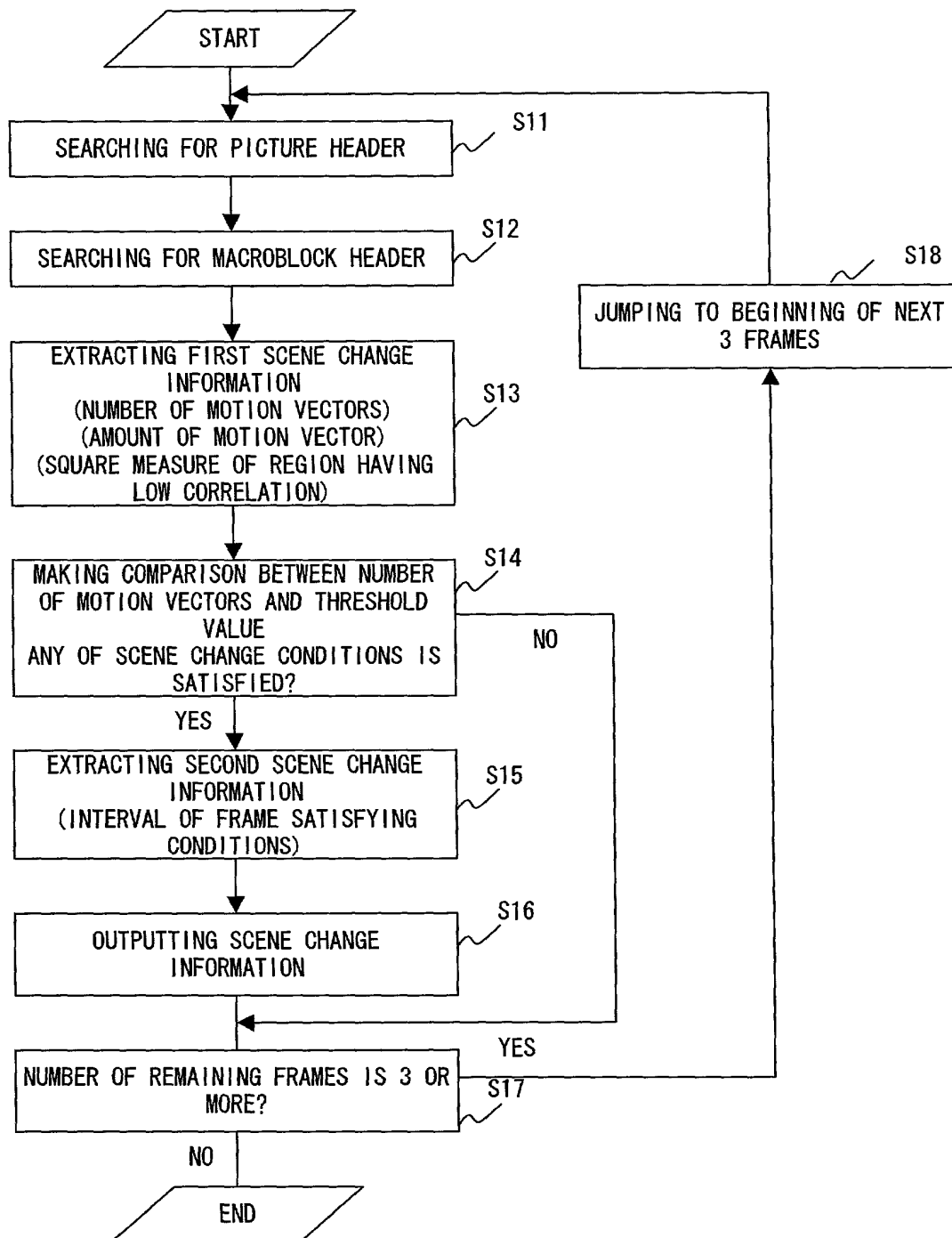


FIG. 18



OPERATIONS OF INFORMATION
COLLECTING UNIT
(IN CASE OF M=3)

FIG. 19

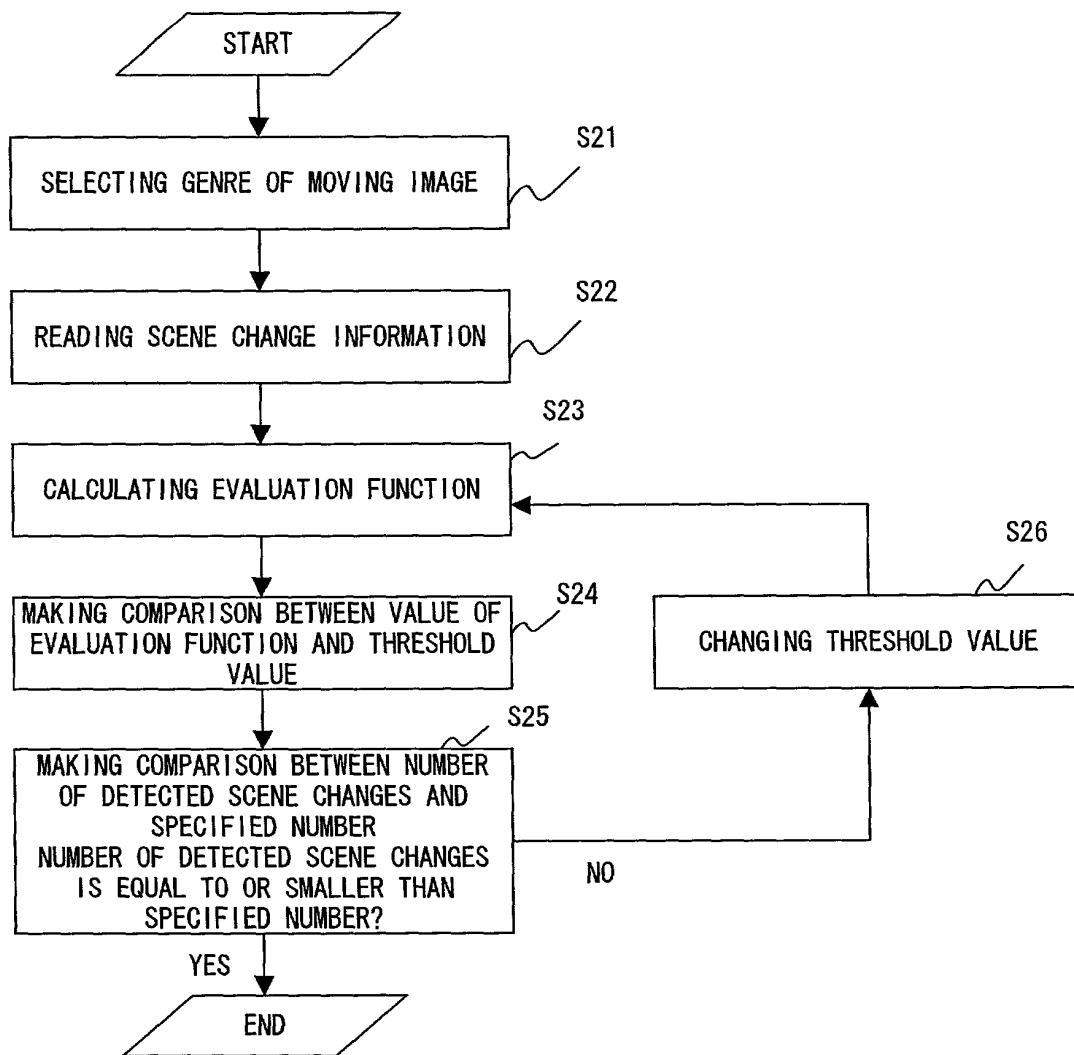


FIG. 20

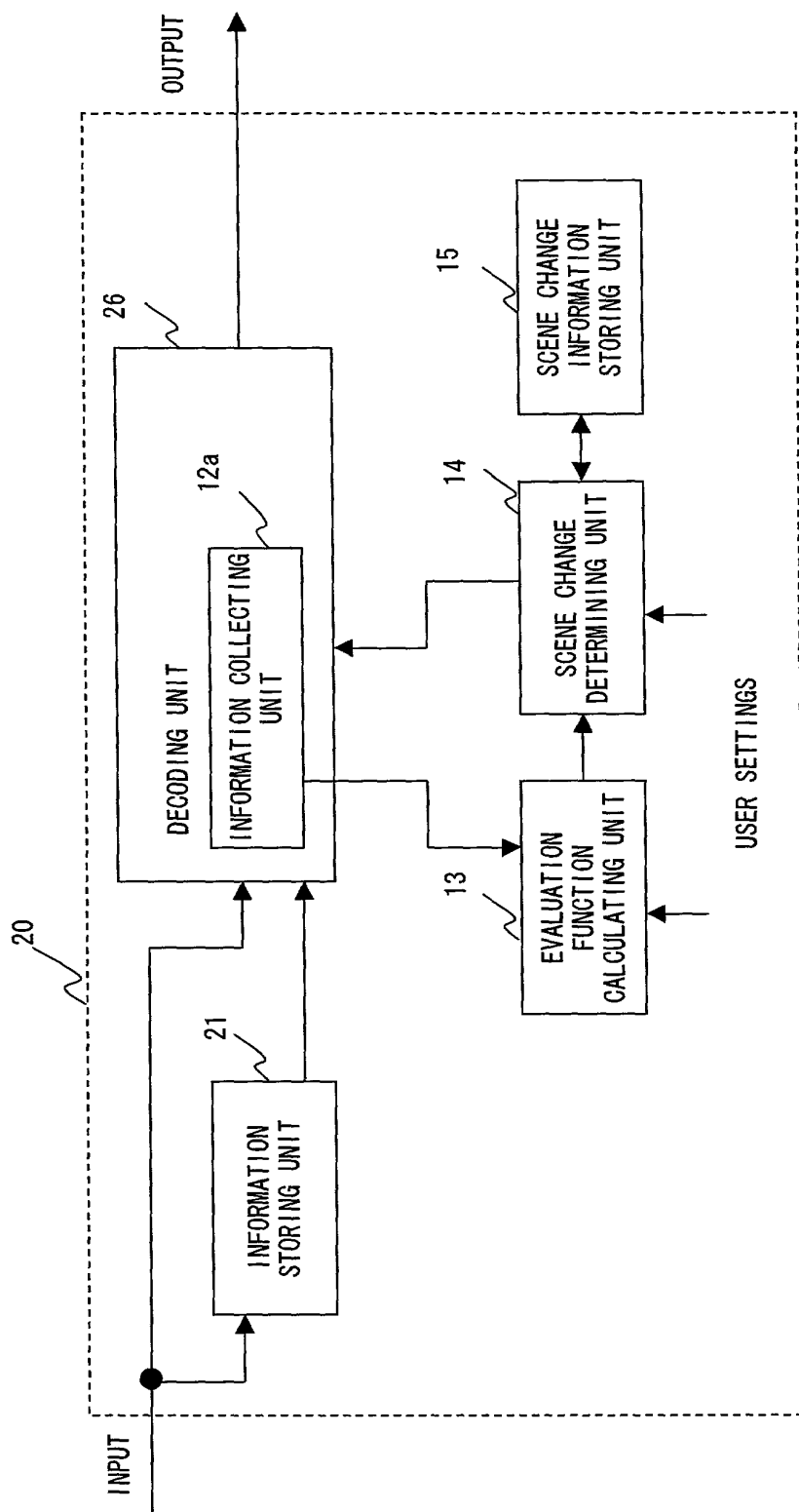


FIG. 21

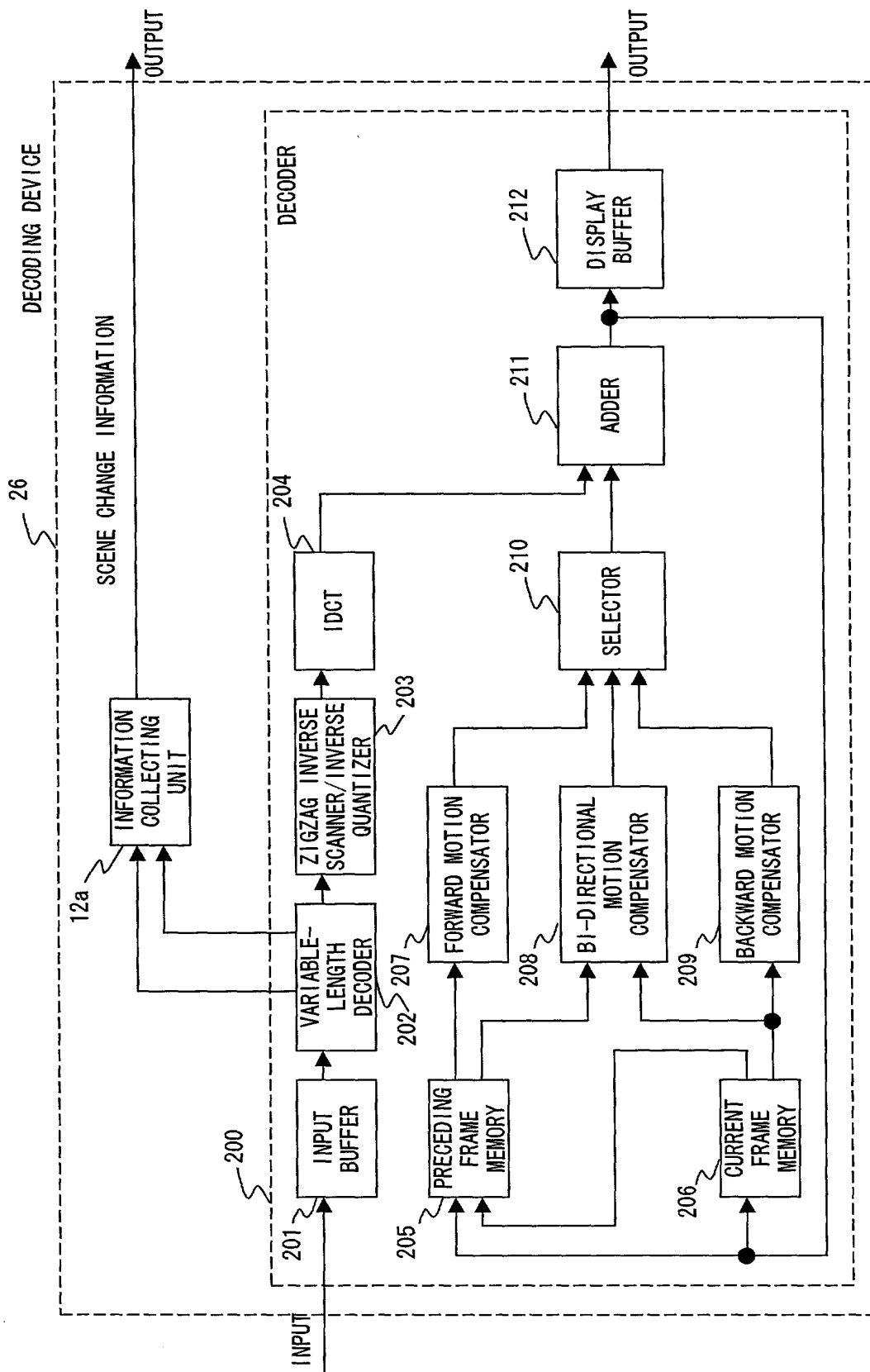


FIG. 22

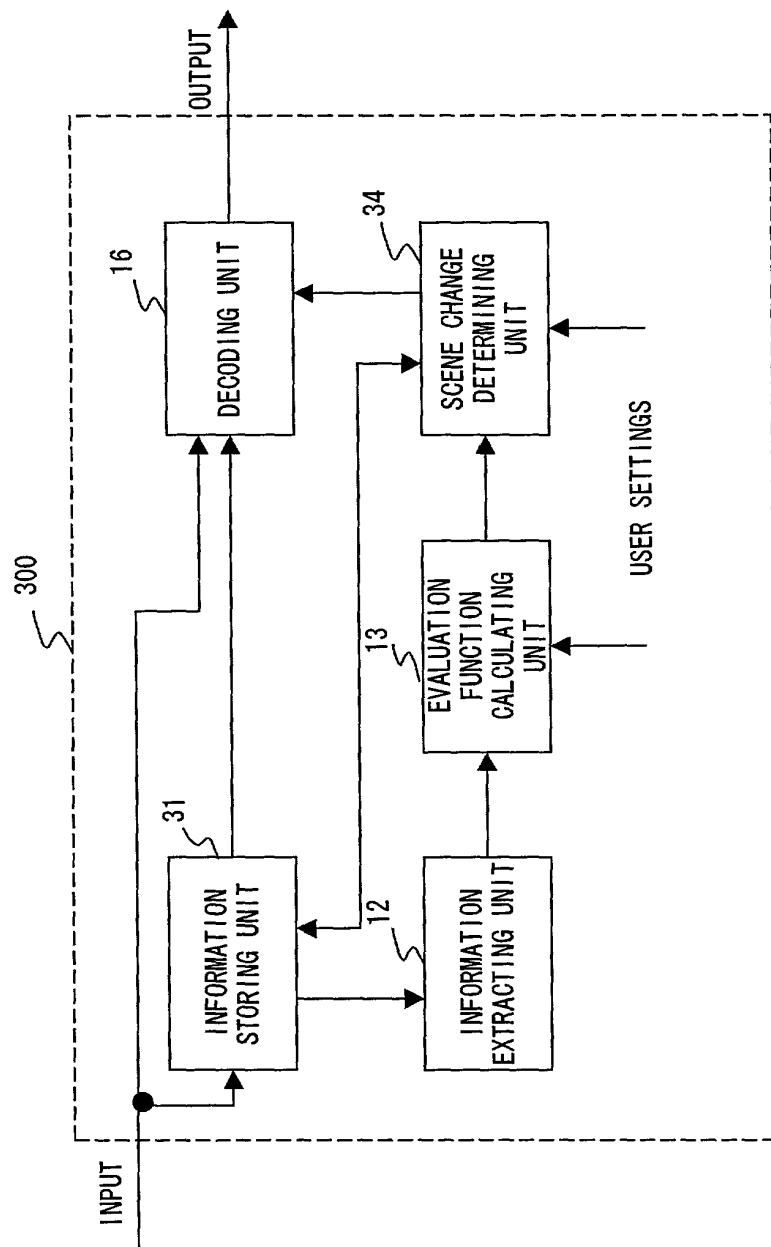


FIG. 23

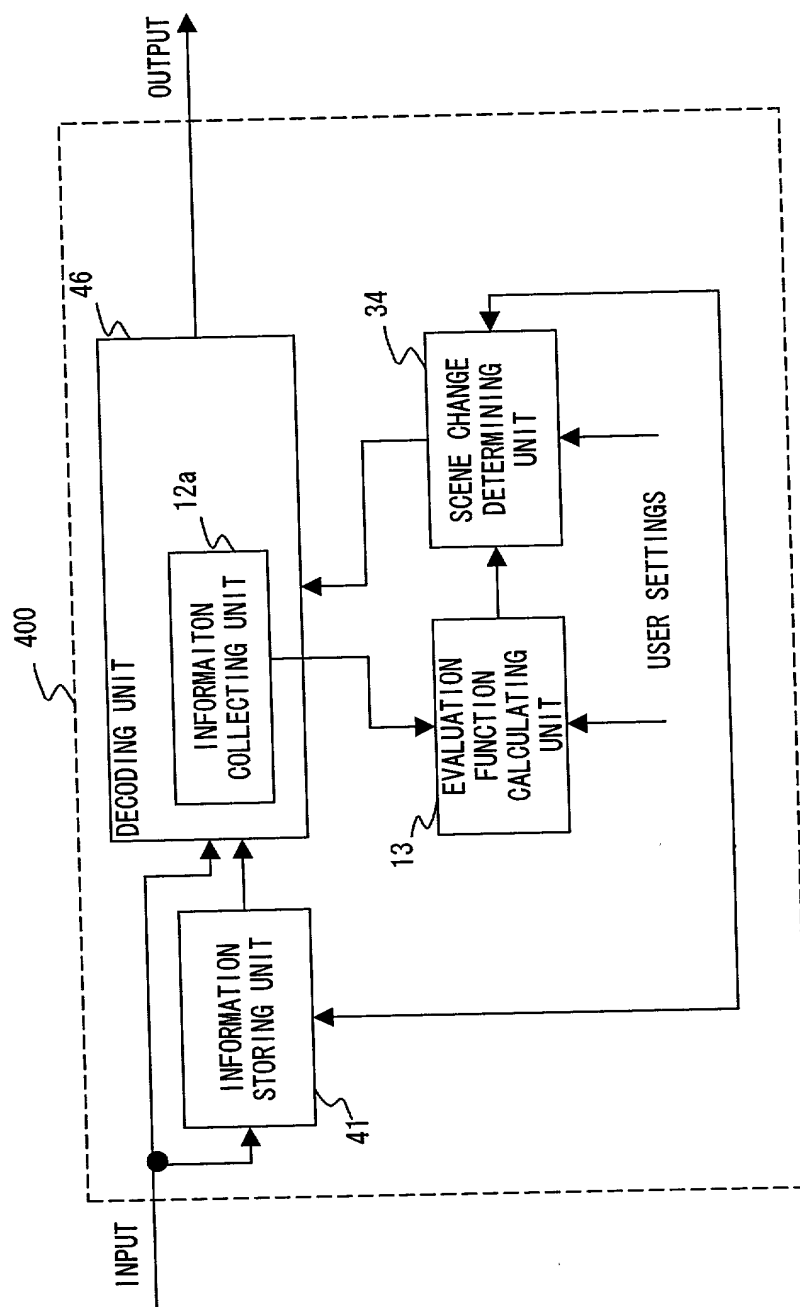


FIG. 24

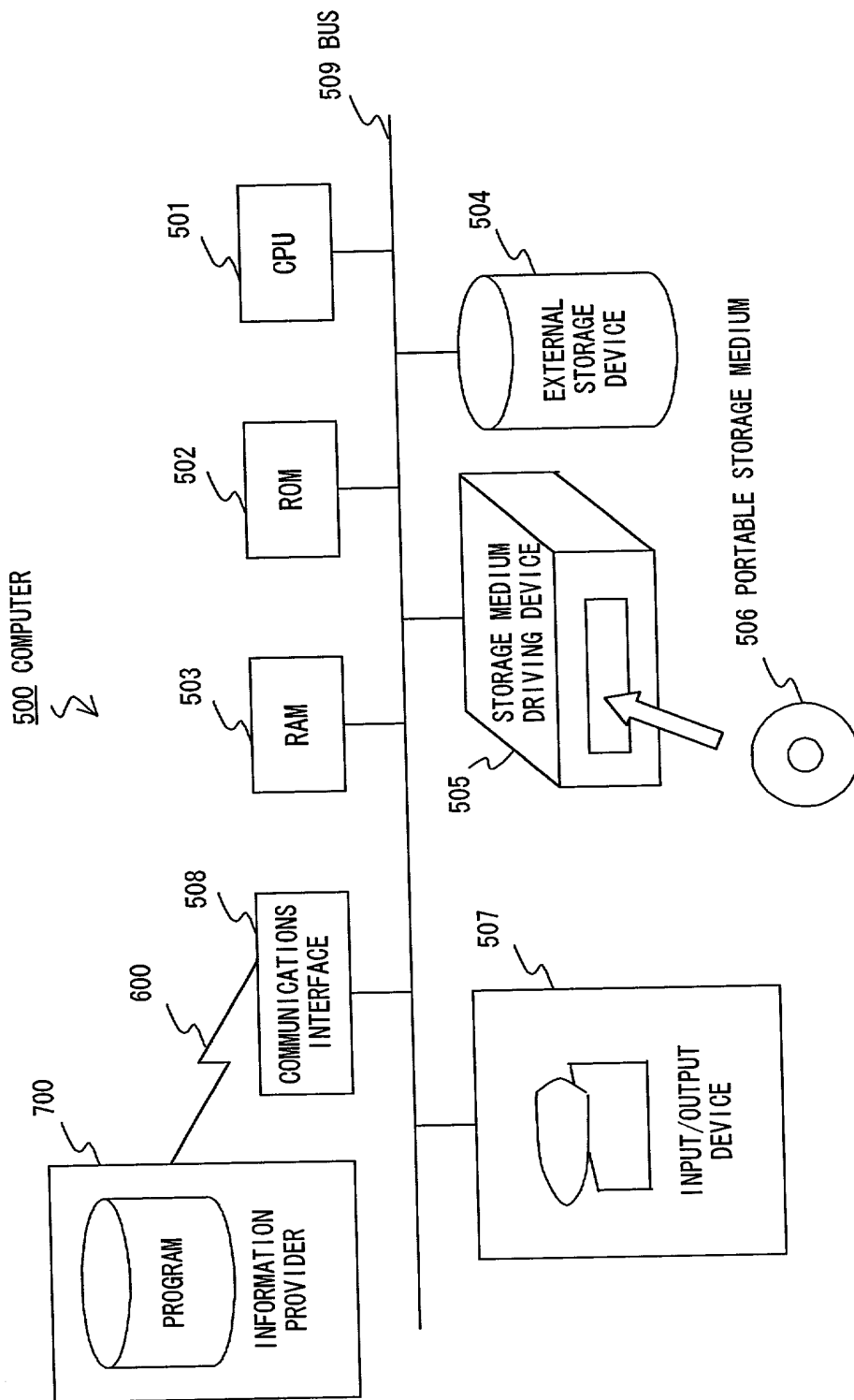
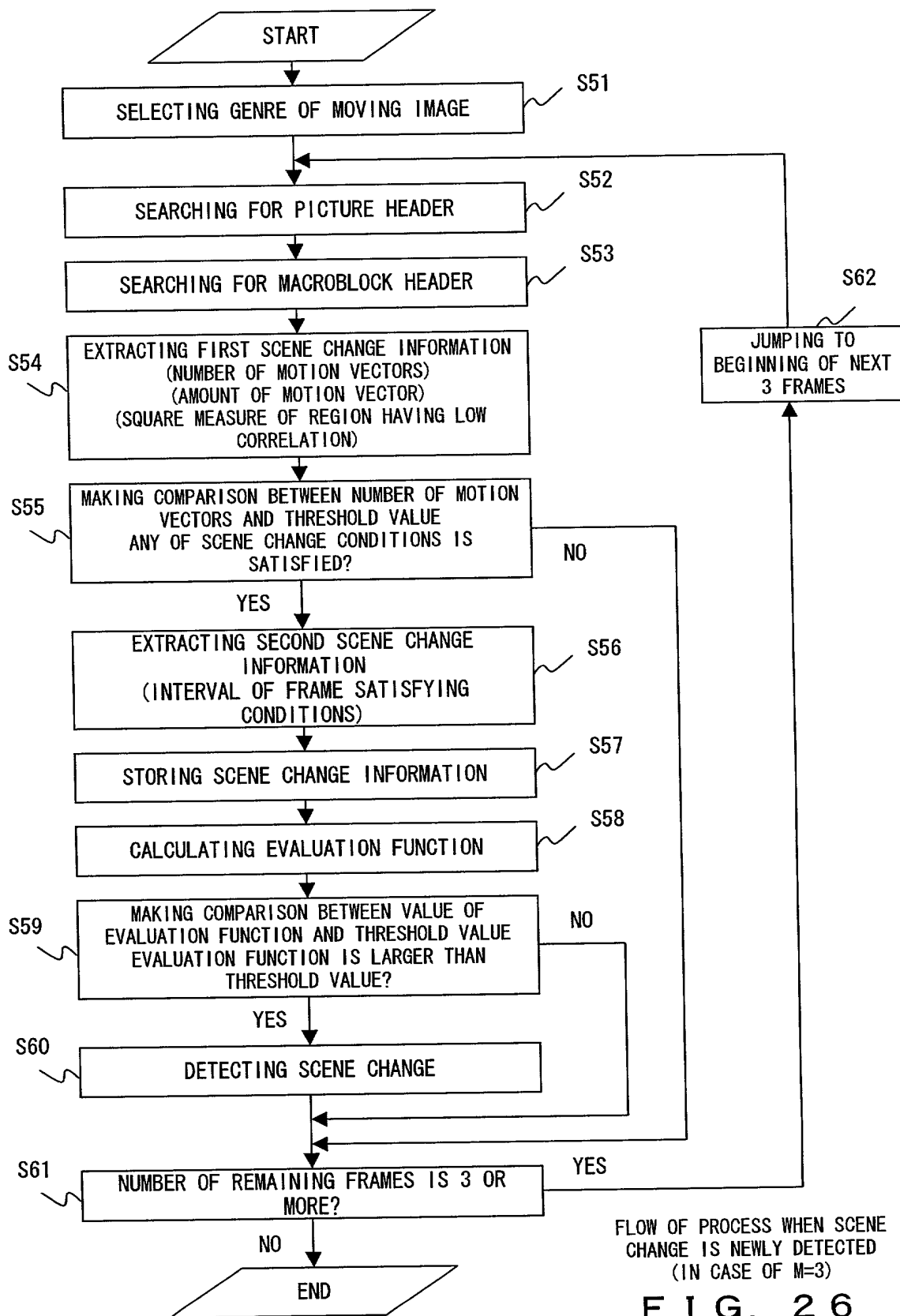
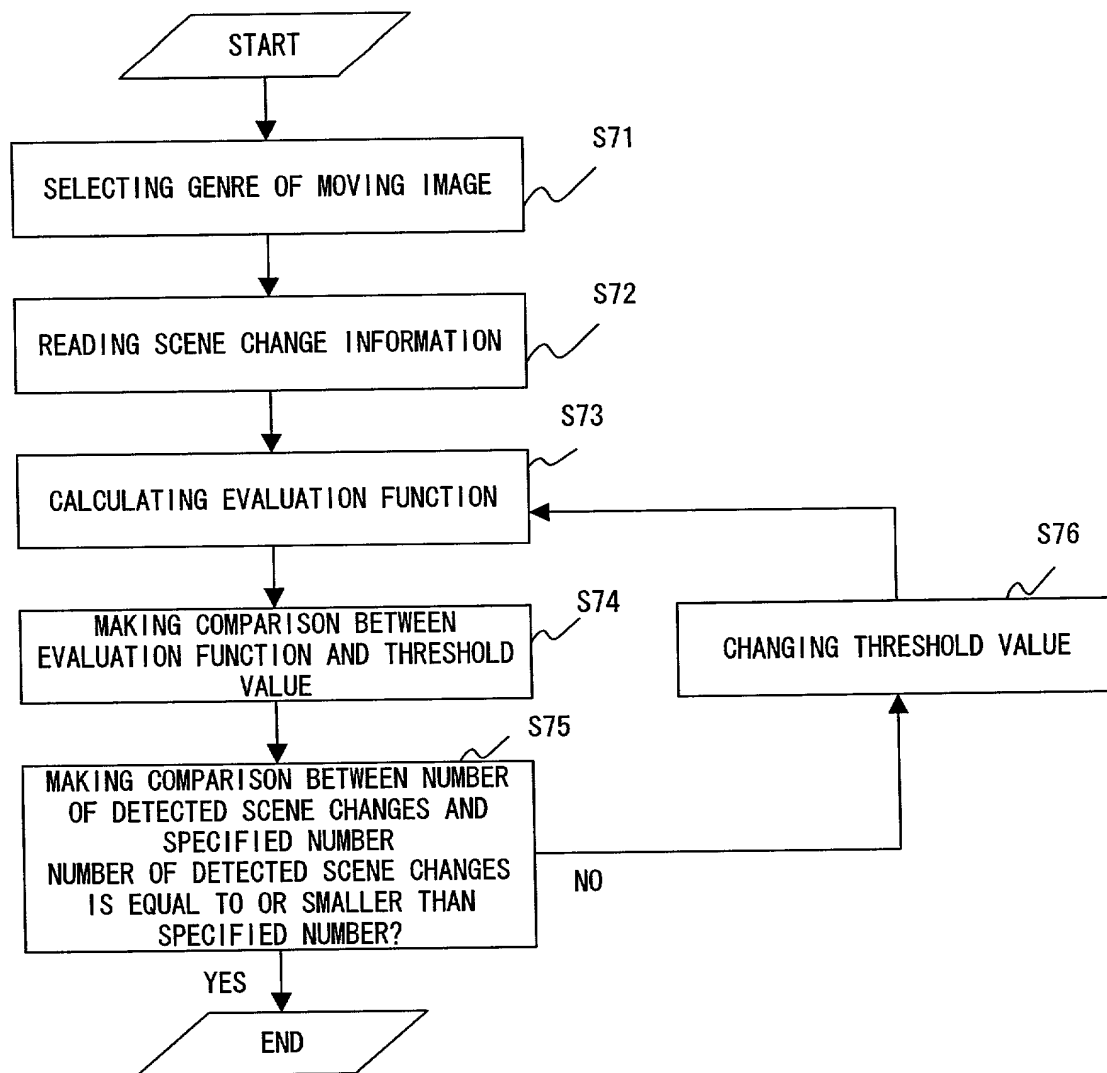


FIG. 25





FLOW OF PROCESS WHEN SCENE CHANGES TO BE
PRESENTED ARE CHANGED

FIG. 27

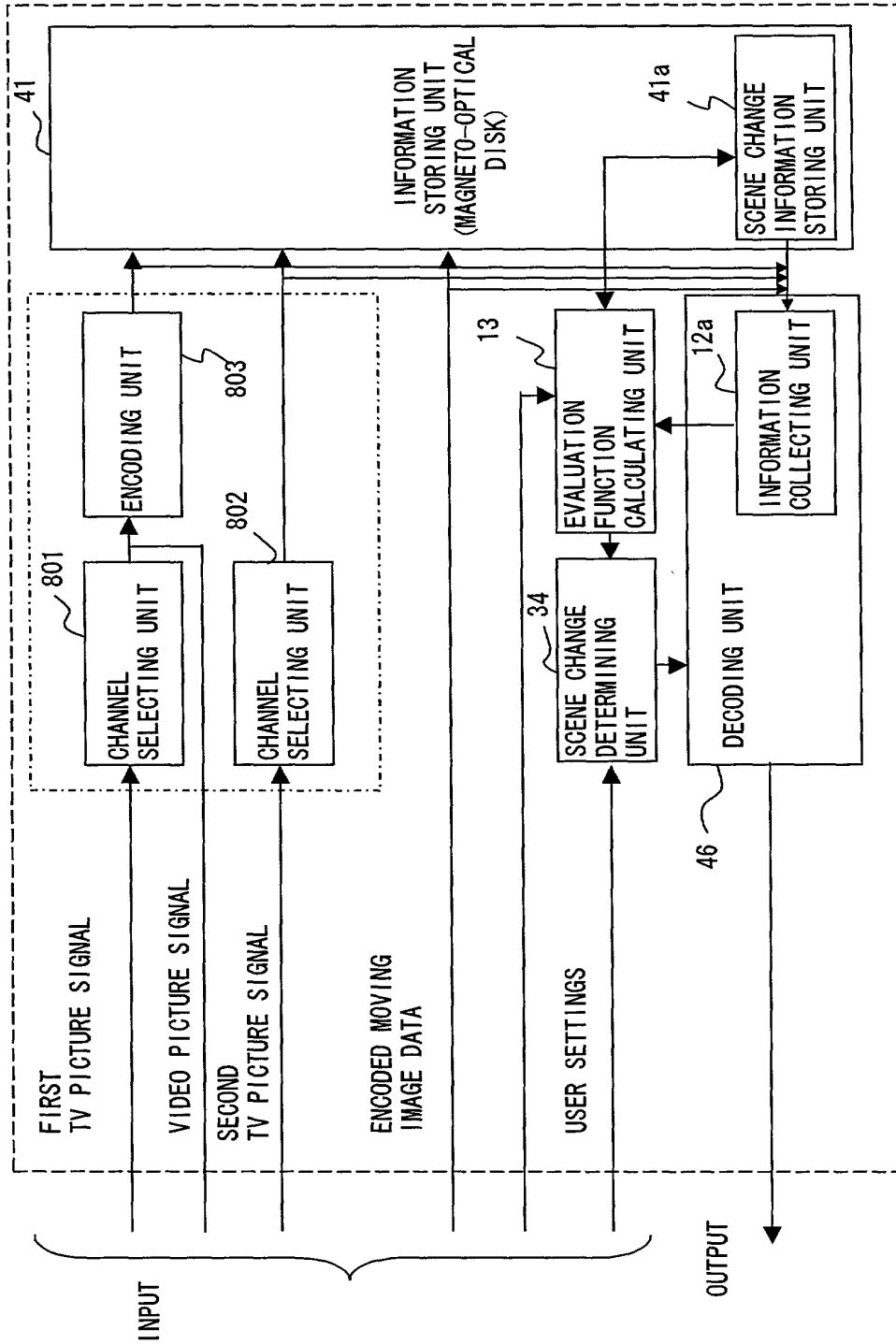


FIG. 28